THE FAMOUS GAME Of Cheſſe-play.

Being a Princely exerciſe; wherein the Learner may profit more by reading of this ſmall Book, than by playing of a thouſand Mates.

Now augmented in many material things formerly wanting, and beautified with a threefold Method, *viz.* of the Cheſſe men, of the Cheſſe play, of the Cheſſe-laws.

By *Jo. Barbier.* P.

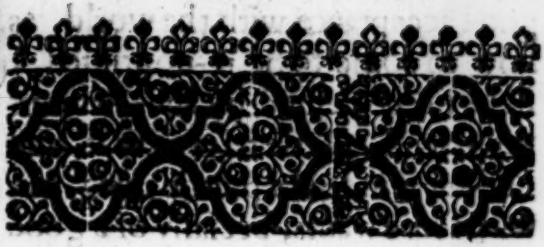
London; Printed for *William Miller* at the *Gilded Acorn* in St. *Pauls* Church-Yard; 1672.

2

The Moderatour at Chesse,

OR,

The Lawes of Chesse-play.



TO

THE RIGHT

Honourable, thrice Noble and vertuous Lady *LUCY*, Countesse of *Bedford*, one of the Ladies of her Majesties Privie Chamber.

Madame,

THis little Book not so much for the subject sake (though much esteemed) as for bearing in front your Honours honoured Name, having found that

good acceptance with the world, as now to come to be re-imprinted, I have beene desired by the Printer, my friend, a little to review it, and finding it indeed a prettie thing, but with some wants, specially of a good Methode, I have to my best skill rectified it for him, leaving to the Authour (now deceased) with the good respect and commendation due to him for his honest and generous endeavour, his Phrase and Stile whole, as farre as I might. Of this (Madame) I now presume to offer your Honour the Censure; whose singular judgement and love, in and unto this noble exercise, is reported to be a chiefe grace to the same: that so both his Labour with mine herein, may returne to the sacred Shrine of your Honours vertues, there still to receive protection, against Ignorance and Malice.

For

For which attempt of mine humbly craving pardon, I rest,
Noble Madame, of

Your Honour

the most submissive

Observant,

J. Barbier. P.

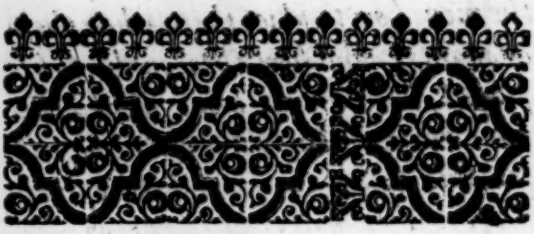
To the courteous Reader.

THere have beene divers which have written of the Game of Chesse-play, who have neglected to write the particulars of the same, but have spoken some thing, which is as much as nothing, for the instruction of the Reader: therefore doe I imagine they wrote all they knew, or otherwise, not so much as they might: wherefore courteous Reader, if it shall please thee to reade this small Booke, which to doe will soone be performed, thou shalt finde in it, more then yet hath been written by any other, in very briefe manner, which will profit thee more, then the playing of a thousand Mates. For in this Book shalt thou finde first with the names and figures of the

the men, how to place them, then their draughts, and how they ought to bee played, and after I have ſhewed thee ſome reaſons that there can be no rule for this Game (as ſome hold opinion there is) then ſhalt thou find many pleaſant playes to give thee delight and encouragement to proceed in exerciſing this Game: Alſo thou ſhalt learne directly what a blinde Mate is, and likewiſe what a Stale is, and how it happeneth to be given. And laſtly, with a word of admonition, how thou onghteſt to behave thy ſelfe in playing at this Game, thou ſhalt likewiſe be informed of the Lawes thereof, that both thou mayeſt underſtand it rightly, and be troubled with no controverſie.

Vale,

A. S.



To his Booke.

GOe forth my little Booke,
Thou art no longer mine:
Each man may on thee looke,
The ſhame or praiſe is thine.

But ſeeke thee for no praiſe,
No thankes, nor yet reward,
Yet all men for to pleaſe
Have thou a chiefe regard.

The labour hath been mine,
The travell and the paine,
Reproches ſhall be thine,
To beare thou muſt be faine.

For as to pleaſure many,
'Twas that I wiſhed ever;

Right

Right ſo to diſpleaſe any
I purpoſe to doe never.

But if thou pleaſe the beſt,
And ſuch as be of skill,
I paſſe not for the reſt:
Good men accept good will.

Hadſt thou remain'd with me,
Thou ſhouldſt have had no blame,
Since thou abroad wouldſt be,
Goe forth and ſeek thy fame.

Arthur Saul.

To the Reader.

ALL you that at the famous Game
of Cheſſe deſire to play,
Come and peruſe this little Book,
wherein is taught the way.

The hidden ſleights to underſtand
that no man yet hath ſhowne,
Which other Authors ſpeake not of,
and ſtill remain'd unknowne.

Even all things that concernes this game,
and may thee excellent make
Therein, was cauſe that me did move
this paines to undertake.

Wherefore peruſe this little Toy,
as time ſhall thee permit:
And thou haſt little elſe to doe,
then cloſely at it ſit.

When

When thou with ſtudy deep haſt toyld,
and over-dull'd thy braine,
Then uſe this Game, which will refreſh
thy wits, and it againe.

But ſcorne thou or at Cards or Dice
the nights and dayes to ſpend;
As many, which thereby obtaine
flat beggery in the end.

Beſides the blaſphemies and oathes,
that loſers often uſe;
Which ugly vice might all men make
both Cards and Dice refuſe.

The order of the men in verſe,
here alſo ſhalt thou finde,
Thy knowledge better to increaſe,
and ſatisfie thy minde.

Firſt, for the Pawnes here underſtand,
their march is right forth ſtill,
And who ſo doth before them ſtand,
they have no power to kill.

But as they march who ſo they finde,
doe in their colour ſtand,
Such may they kill or checke aſlope,
to the right or left hand.

Not

Not any in the reare of them,
they can once checke or ſpoile,
Forth muſt they march, and not retreat
but keep their ranke or file.

Till by command they pointed are,
their King for to relieve,
Then muſt they boldly unto warre,
his foes to vexe and grieve.

And comming, at the laſt, in place
where knights and Lords did dwell,
Their King ſhall give to them like grace,
becauſe they ſerv'd him well.

Thus being Biſhops, Knights or Rookes,
their Kings they'l better ſteed,
The Kings may make of them a Queen,
if they have any need.

Yet ere they can ſuch honour have,
all ſtormes they muſt abide,
And doe their beſt their Kings to ſave,
what danger ere betide.

The Biſhops that attend the Kings,
aſlope doe uſe to fight,
The one in blacke doth help the King,
the other in the white.

Their

Their check in field extends as farre
as any of the reſt,
What colours they are placed in,
there muſt they doe their beſt.

The Biſhop black, in black muſt march,
and therein uſe his skill,
For in the white he may not come,
no man to hurt or kill.

The Biſhop white, in white muſt ſerve,
ſo long as he doth live,
To any which in black doth ſtand
he cannot one check give.

The Rooke in value is halfe a Queen,
and halfe her draught hath he,
Right forth and back, and from each ſide,
hee can give check for thee.

Through all the colours of the field,
in ſuch wiſe may he check,
And alſo when occaſion ſerves,
relieve the King with neck.

Like to a horſe-man doth the Knight
aſſiſt the King alwayes,
And over ranke or file he leapes,
his honour for to raiſe.

When

When he gives check unto the King,
and is not for it ſlaine,
The King muſt move out of his place,
elſe-where for to remaine.

The knights being forth, and comming in
ſuch houſes as are white,
May help or harm eight waies them fro,
during the time they fight.

Like all the men within the field,
the Queen may aide the King,
Yet like a Knight no aide at all
ſhe can unto him bring.

Through all the houſes of the field,
the Queene may take her pleaſure,
And uſe her power to help her King,
ſtill in a modeſt meaſure.

If in her march ſhe prove ſevere,
and taketh all ſhe may,
Tis for the ſafeguard of the King,
that ſhe makes cleare the way.

For this ſhe may not blamed be,
that ſeekes her King to ſave,
It is her glory for to ſtrive,
her King in peace to have.

The

The King in Majeſty doth march,
one ſtep at once he goes:
Further no time can he goe forth,
for feare of forraigne foes.

If the black King ſhall bring a man,
unto the white Kings ſide,
And then and there give him one guard;
he may there ſtill abide.

Without which helpe if he preſume,
ſo neere the King to ſtand,
If need require ſuch one the King
may kill with his owne hand.

None of the Kings can take a man,
that ſtandeth on a guard,
'Twere check at once if he did ſo,
therefore he muſt be ſpar'd.

Thus may you learne, the Kings no time
can into a check goe.
In places where no peril is,
they may march to and fro.

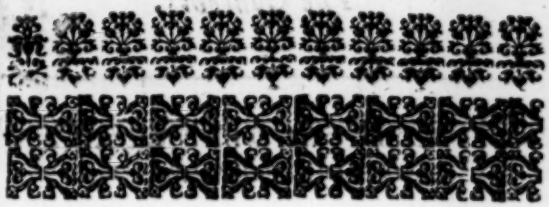
Know you that this ſhall read or ſee,
I wiſh nought for my paine,
If it thee pleaſe, I have content,
I ſeek no other gaine.

 Arthur Saul.

To the Reader.

The King in Majesty doth march,
Some fear at once he goes:
But there no time can he goe forth,
For fear of foure foes.

The Lord Kingdall bring a man,
The white King will.
Then doth give him one quarels
For [illegible] with skill.



The Contents of the Booke.

In the first part which sheweth what belongeth to the men.

First,

In the second part, which teacheth how to play at this Game.

First,

In

In the third part which consists of the Lawes of the Game.

A briefe of theſe Lawes to be paſted on the back ſide of your Cheſſe-boord.

Even

EVen like your double-tong'd Lawyer
that the Caſe can vary,
So, as to make the ſame appeare
moſt juſt, and moſt contrary,
Our *Barbier* tels there is no rule
whereby to play this Game,
Yet many pretty Rules here gives,
whereby to win the ſame.
And whilſt that he one Scholer teacheth
well (if he can chooſe it)
The witty way this Game to win,
another muſt ev'n looſe it.
By theſe Contraries what is ſhew'd
we may conclude, and ſay,
That nimble wits doe what they liſt,
whilſt duller what they may.

Jo. W. Gent.

THE FIRST PART of the Famous Game of Chesse-play: Concerning what belongeth to the Chesse-men: and first,

Of the Antiquity, Profit, and Pleasure of the Chesse-game, and what it representeth.

CHAP. I.

FOr the Antiquity of this Game, I finde upon record, that it was Invented 614. yeeres before the Nativity of Christ; so that it is now 2252. yeeres since it hath been practized: and it is thought that *Xerxes* (a puissant King,) was the Deviser thereof, though some be of opinion

opinion that it was made by excellent learned men, as well appeareth by the wonderfull invention of the ſame. For it requireth the whole mind of a man, whilſt the game doth laſt, yea, in ſuch ſerious attention, as elſe he ſhall not diſcerne the drift of his adverſary, untill it be too late for him; nor be able to frame any projects of his owne, available to his purpoſe. So that whatſoever he be that is deſirous to learne this Game of Cheſſe-play, hee ought to be of good apprehenſion, and to have a good memory, without which things he ſhall never play well at it.

Now if thoſe which play be of equall judgement in the Game, and have indifferent good skill therein, both they themſelves ſhall be much delighted, and the ſtanders by ſhall take a ſingular pleaſure in beholding their play; when they ſhall ſee the one Kings forces bravely encountering

ring the other: this one while assaulting, that stoutly defending, and peradventure putting the assailant to the worst, upon the least neglect that may bee. Oh that this Game were rightly esteemed of according to the worth thereof, and practised for pastime, in stead of many offensive and lesse industrious games. Then would there not happen such frequent quarrellings, sudden stabbings, cheatings, and coosenings amongst men, and like enormities, as usually fall out at other games. For since I was able to play at it, (which is many yeeres agoe) I never yet knew any fall out at the same; a man having no occasion to be offended with him he playeth withall, but rather to blame himself, when as through his owne improvidence, his men miscarry or perish. To be briefe it carrieth the glory above all other games, for a peaceable and Princely exercise: wherein neither

ther hazard, fortune or chance, have any the leaſt part, but meere wit, induſtry, invention, and foreſight, doe beare away the Prize.

It is alſo recommendable for what it repreſenteth (to wit) the fierce encounter of two Armies in ſet battell, (the action moſt liked of, of the moſt Heroick ſpirits) where, when the one King commeth to aſſault the other, he preſently draweth forth many of his men, to make good the place aſſaulted. But you will ſay, the Cheſſemen are but few: how then, when an aſſault is made, can there many be broght forth, to defend that aſſault? for, bringing much aid to one place, another may be left too weak, and ſo all may be hazarded. To this I anſwer: albeit the number is ſmall, yet by the skilfull playing forth but of one man alone, you may hinder the aſſault of two or three, or more, as ſhall be ſhewed hereafter.

Finally,

Finally, beſides many morall myſteries that this Game ſecretly containeth: It is like unto a well compoſed Cõmon-wealth; the piece called the King, repreſenting the Monarchik Majeſty: that called the Queen, the Kings chiefe Lieutenant, or the Generall of his Armies: the other three great pieces likewiſe do repreſẽt the three Eſtates of a Land, (to wit) the Biſhops, the Clergy or Gown-men: The Knight, the Nobility or Sword-men: the Rook, the Communalty, or Plough-men: For ſo the profeſſion of all men in a Common-wealth divideth it ſelfe into theſe 3. *Oratores*, *Aratores* and *Bellatores*. Now the Pawnes, they are the Mercenary Souldiers, or delving Pionniers, yet who attain to greateſt preferment of any of the reſt. For, when through valorous endeavor a Pawne arriveth ſo far as to the adverſe Kings ranke, in any of his files, or Noble houſes;

there

there (by consent of all) he is created Generall of his owne kings forces; that is made a Queene, if so the former generall be first slaine and out of the field: which rich reward of vertue conferred on the least, is a morall Embleme incouraging all in a Commonwealth, worthily to carry themselves, and to do their best *devoire*, for the honour of their King, good, and safety of their Countrey.

Of the Shapes and Names of the Chesse-men.

CHAP. II.

AS your Astronomers have divised Characters, aptly representing (as it were, to the view) the personages and things, from which both the Planets & other Celestiall signes have had their denominations: So they

they that firſt found out this game of Cheſſe-play, did contrive certaine different ſhapes or Figures, well anſwering the Names they have given to the peeces. The firſt or higheſt, doth well reſemble a King, with a crowne on his head, and it is called the King: the next in height, and likeneſſe of making, both reſembleth and is called a Queene: thoſe with high cloven heads, like to a Biſhops Miter, are called the Biſhops; they with heads cut a ſlaunt, as though they wore a feather or plume at their helmet, are called Knights: the laſt are called Rooks (belike of the latine word *Rus*) which ſtāding for the yeomanry, reſemble a good Farmer, or a plain (though rich) Freeholder, with his round button'd cap on his head: the Pawnes, ſo termed of the French word *Pions* (that is to ſay, men expoſed to warlike danger) are like Souldiers or Servingmen, clad all of one

Live-

Livery, that is (all of one ſhape:) each great piece, or Noble-man, hath one of theſe to waite upon himſelfe.

How to place the Cheſſe-men.

CHAP. III.

THe Cheſſe-boord ſtanding as here thou ſeeſt, with the white corner

on thy right hand, rather then the blacke, though otherwiſe it bee not much materiall; hou ſhalt then place the white King in the fourth Houſe, being blacke, from the corner of the field, in thy firſt or lowermoſt ranke, and the blacke King thou ſhalt place in a white houſe, being the fourth on the other ſide, in thy adverſaries firſt ranke; juſt oppoſite againſt the white King: then place the white Queene next unto the King of her colour, in a white houſe, which is the fourth, on that ſide the field: likewiſe the black Queen in a blacke houſe, next to her King in the ſame ranke: for ſo is the ſaying, *Servat Regina colores.*

Thus when you have placed the Queenes next to their Kings, then ſhal you place on the other ſide of the Kings, in the ſame ranke, firſt a Biſhop, becauſe that being the man of counſell, he obtaineth the place before the Knight, who is the man of

execution, according to the ſaying, *Cedant arma togi*; place ye therefore the Knight next after the Biſhop: and after your Knight the Rooke, (which is the Land-tyller) in the laſt place and corner of the field: On the Queenes ſide, and next to her, place alſo a Biſhop, then a Knight, and a Rooke.

And laſtly the Pawnes, place before each great piece one, as the attendant of the ſame piece, ſo that as the great men doe fill up the firſt ranke, the Pawnes likevviſe, muſt fill the ſecond ranke, from one corner of the field to the other. And then looke hovv many great men and Pavvnes belongs unto the King, ſo many have the Queenes, pertaining to their attendance: to vvit, three great men, and foure pavvnes a piece: that is, one Biſhop, one Knight, and one Rooke; their ovvne pavvne, their Biſhops pavvne, their Knights

pavvne,

pavvne, and their Rookes pavvne.

What is the Draught or march of each piece.

CHAP. IIII.

THe men thus ſeated or placed, it commeth next to bee knowne what their march is, and how they are advanced, and likewiſe how they take, guard, and checke.

Firſt therefore of the pawnes, who like adventurous Souldiers, commonly begin the Skyrmiſh, and give the firſt onſet; their march is foreward in their owne file, one Houſe at once onely, and never backward, for the Pawnes alone never retire. And the manner of their taking or ſlaying their enemies, is (like as an Archer delivereth his Arrow, ſomewhat ſideling of his Bow-hand) aſlope, in the

next houſe forward, of the next file to him on either ſide : where, when he hath taken his enemie, and placed himſelfe in his place, he proceedeth afterward to remove forward ſtill one houſe at once in that file, untill occaſion bee given him to take againe. Where obſerve that this piece alone taketh not as he goeth, for hee goeth forward, and taketh ſide long or aſlope.

Now as the Pawne taketh, as above is ſaid, ſo and no otherwiſe guardeth hee any of his owne ſide : that is, hee guardeth a piece of his ſide, which ſtandeth in that place, where if it were an adverſe piece the Pawne might take it. In the ſame ſort alſo doth a Pawne checke the King, to wit, as hee taketh, not as he goeth ; which check of the Pawne, if the adverſe King cannot avoid, either by taking up the Pawn himſelfe (if the Pawn be unguarded) or cauſing him

him to be taken by some of his pieces, hee must either remove himselfe out of the said Pawnes checke, or if he cannot, it is Pawne-mate, and so the Game is ended, and lost for him whose King is so mate. This is the Pawnes draught.

Now the Rook, like one ploughing with Oxen, goeth forward and backward in any File, and crosse-wise, to and fro in any ranke, so farre as he listeth, and that there standeth no piece betweene him and the place he would goe to: so doth the Rook root out any adverse piece: So guardeth he his owne, and so likewise doth he check the King: which check, if that K. cannot either cover, by interposing some piece of his, betweene the checking Rook and himselfe, or take the Rook, or cause him to be taken, hee must remove himselfe out of that check, or it is Mate, and the Game is ended.

This is the Rookes draught.

The Knight, like one managing of a great horſe, skippeth forward, backward, and on either hand, from the place he ſtandeth in, to the next ſaue one, of another colour; which is aſlope march. So ſlayeth he his foes, guardeth his friends, and checks the adverſe King: which check, becauſe (like the pawns check) it cānot be covered, the King muſt either remove, or cauſe the Knight to be taken (for, him ſelf cānot take the knight that checks him) or it is mate, and the Game is ended. This is the Knights draught.

The Biſhop (like a grave Senior, as it were, riding on a Mule, never out of his owne tracke:) walketh alwaies in the ſame colour of the field, that hee is firſt placed in, foreward and backward, aſlope every way, ſo farre as he liſteth, and that his way is cleare betwixt him and the place hee intends to goe to: So rebuketh he the adverſary, ſo guardeth his conſorts,

and

and checketh the adverſe King: which unavoided, (as above is ſaid) is mate to him, and then the Game is ended. This is the Biſhops draught.

The Queenes walke is more univerſall: for like a vigilant Generall, proling through all rankes, files, and quarters of an Armie, either in himſelfe or in his authority; ſhee goeth the draughts of all the abovenamed pieces, the Knights onely excepted, (for ſhee goeth not from one colour to another aſlope) ſo farre as ſhee liſteth, and findeth the way unclogg'd of any piece: ſo vexeth ſhee her adverſaries, ſo protecteth ſhee her people, ſo mateth ſhe the King; unleſſe (as above is ſaid,) he remove, cover, take, or can cauſe her to be taken: For elſe it is mate, and the Game is ended. This is the Queenes draught.

Now the Kings walk is full of Majeſty, removing at once but as out of the Hall into the Great-Chamber:

thence at another time, into the Presence: & so to the Privy-chamber, and after to the Bed-chamber, &c. He stirreth (I say) but from his own place, to the next to him any way, that either is empty of his own people, or where he may take and slay any unguarded enemy, or where hee may stand unchecked of any adverse piece. So confoundeth he his Foes, defendeth his subjects, but checks not the adverse K. who must never come so neer him as that they should checke each other: for there must ever be one House or place at least, betwixt the two Kings, although unoccupied of any other piece: and if one King were driven to that distresse as to flie for safety into the King his adversaries bosome, then is it mate or a stale: and so the game is won for him that giveth the first, and lost for him that giveth the latter.

This is the Kings draught, and the severall draughts and walks of every one of the *Chesse-men*.

An

An Example how the Cheßemen guard each other, by their ſtanding or firſt placing.

CHAP. V.

THe Kings have either of them ſeven men a piece, & their Queens

as

as many to attend them, as before is ſaid: The King (whether blacke or white) giveth guard to five perſons or pieces, before he goeth forth, and being once advanced forwards into the field, although it be but into the ſecond houſe, he then, and ſtill after, in all his march, giveth guard to eight houſes, till he come to one ſide or other of the field againe.

Now thoſe five whom he guardeth before he goeth forth are theſe: Firſt of all, hee guardeth his Queene, on whom his greateſt care dependeth: ſecondly, his owne Biſhop: thirdly, his owne Pawne: fourthly, his Queenes Pawne: and laſtly, his Biſhops pawn.

The Queene protecteth her King, her Biſhop, her owne Pawne, her Kings Pawne, and her Biſhops Pawn: By this you ſee the Queene guardeth as many as the King, before ſhe goeth forth, and after, till the field be won or loſt. The Kings Biſhop giveth

guard

guard to the Kings Pawne, and to his Knights Pawne: the Queens Bishop giveth guard to the Queenes Pawne, & to the Knights Pawn: the Knights give guard but to three Houses apiece before they goe forth, but after they are from the side of the Field, they give guard to as many houses as the King or Queen doth. Now those Houses which the Knights guard ere they goe forth, are these; the Kings Knight giveth guard to the Kings Pawne, and to the third house in the front of the Kings Bishops Pawn, and to the third House in the front of the Kings Rookes Pawne: the Queenes Knight giveth guard to her Pawne, and to the third house in the front of her Bishops Pawn, as also to the third house in the frōt of her Rooks pawn. The Kings Rook giveth guard to his own Pawn, and to the Kings knight, & to no more, untill he be frō the side of the field, and then he giveth guard

to

to foure houſes, and in like ſort is the power of the Queenes Rooke. The Pawnes alſo before they be advanced forward into the Field, give guard to theſe Houſes or places; to wit, the Kings pawn giveth guard to the third Houſe before the Queene, and to the third houſe before the Kings Biſhop: the queens pawn giveth guard to the tihrd Houſe before the King, and to the third Houſe before her Biſhop: the Kings Biſhops Pawn giveth guard to the third Houſe before the King, and to the third houſe before the kings Knight: the Queens Biſhops Pawne giveth guard to the third Houſe before the Queen, & to the third houſe before the Queens knight: the Kings Knights Pawne giveth guard to the third houſe before the Kings Biſhop, and to the third Houſe before the Kings Rooke: the Queenes Knights Pawn giveth guard to the third houſe before the Queenes Biſhop, and

to

to the third Houſe before the Queens Rooke: the Kings Rooks pawne, and the Queens Rookes pawne, give but one guard a piece, and that is, to the third Houſes before the Knights, by reaſon they ſtand on the ſide of the Field. Thus have I ſhewed you, from the King to the Pawne, how the men guard each other, before any of them be ſtirred from the places of their firſt ſtanding.

Of the difference in worth among the the great men: and firſt by occaſion thereof,

A ſatisfaction concerning the Names and reſemblances of the great men.

CHAP. VI.

WHereas in the former Chapters (eſpecially in the firſt and ſecond) I have have given a denomination to the pieces, or *Cheſſe-men*, accor-

according as moſt uſually they are thereby known in *England*; and withall, in their *analogicke* reſemblances, have ſaid, the Rooke to repreſent the Communalty or third Eſtate of a Common-wealth, of which third Eſtate, the chiefeſt member is (queſtionles) the Countreyman and Landtyller: I am not ignorant that as there are other Names in uſe, with ſome, there are alſo other Analogies and reſemblances given; Some tearming the Qneene the *Amazone*, of her going forth to warre, whileſt the King her Husband ſeemeth to ſit ſtill at home, as it is reported the uſe of thoſe women to have beene heretofore, in that (I thinke) *Utopian* countrey: Likewiſe the Rooke is called of ſome the Duke; and their reaſon I ſuppoſe, becauſe it is a piece next of worth in this play to the Queene: But by their patience, that name (for the right ſignification of a Leader,)

weer

were fitter, in my mind, for the piece called the Queen; whoſe much going abroad to and fro, with that unlimited command, ſeemeth to be a leading forth of all the men to Battell: The Rookes moreover, by tarrying moſt at home (which is is commonly the beſt Play,) ſeeming as uncapable of the name of Leaders or Dukes.

But the truth is, we may allow them that Name, in the ſence that the *French* ſeemes to inferre, by their denomination of this piece, which they call *Le Roc*, or *Le euſtode de la Roche*, (that is to ſay) the Rocke or keeper of the Rocke: intending thereby, the Governor of a Province, which cõmonly is reſident in the ſtrongeſt caſtle in the Countrey, and thoſe Caſtles are ſtrongeſt, the which are built on a Rocke: which Governments or Preſidentſhips of Provinces likewiſe, are there conferred, on the greateſt men, and they are commonly Dukes.

So

So that although these Dukes seeme remote from the King and Court; yet in their substitution and trust on them reposed, they may be accounted in worth and power next to the King. In this sence (I say) may the Rookes bee called Dukes. For the Bishop, the *French* likewise doth tearme it, *L'Archer*, that is to say, the Archer, or Bow-man; because of his draught, which is side-ling a-slope, as an Archer doth deliver his Arrow.

But notwithstanding this diversity of names and acceptions, I will in the cõparison of the difference of worth among the pieces, keepe my first denomination: not declining likewise my former *analogie*, especially, for the Rooke; which having said to resemble in one piece, the united body of the Commons, (surely the greatest part, and very *Basis* of the State politicke) is (and no marvell) of worth therein next to the King and Queen, the

the other Estates, how Honourable soever, being but Ministers under the King, for the safe guiding and protection of that his people, or third Estate of the Land.

The difference of the great Men in their worth.

CHAP. VII.

MAny that can play a little at this Game, perswade themselves, that if they can take one great man for another, they shall doe well enough, but they are much deceived; For there is a great deale of difference in the men, which appeareth thus:

The King advised by his Counsell of Warre not to be fit that hee should expose his owne person unto danger, upon every occasion,

ordaineth a Generall under him, to have the command and leading of his men; which Generall hath under him Colonels, Captaines, and other inferiour Officers to assist him, for the better guiding and governing of the Army: Even so at this Game, there is a Generall, which is the Queene, and shee doth more service then any two or three other Great men; and if she happen at any time to be lost, the King whose Queene is taken, will certainly lose the field, unlesse the other be so silly, as not to make use of such an advantage.

Know therefore, that if one of the Kings, for to take the adverse Queen, loseth two or three of his best men, as both his Rookes, and a Bishop or Knight, yet hath he the advantage, if he can handle his Game well.

Next to the Queene for value is a Rook; for by how much a Queen is more in worth than a Rooke, by so much

much is a Rooke more in worth then a Biſhop or Knight: ſo that a Rooke is more worth than either two Biſhops or two Knights, by reaſon hee can give a Mate himſelfe, with the helpe of the King, which no other piece can doe, unleſſe it bee a very skilfull player that doth it: but every ſcholler at Cheſſe-play can give a Mate with a Rooke and a King, ſooner than will be done with any other two men.

Now the Biſhops are accounted better then the Knights, by reaſon they can give a Mate with the King, when no other men are left to helpe them, a great deale more eaſily then the Knights, which hardly, or not at all can doe it: yet had I rather loſe a Biſhop then a Knight, becauſe the Knights checke, is more dangerous than the Biſhops: for he Biſhop is tyed to one colour of the Field, out of which he may not paſſe, but the

Knight passeth into all the Houses of the Field: The Bishops check may be covered, the Knights checke cannot: and moreover, if it happen one of the Kings to have no other men left but his Bishops, and the other King none but his Knights, the Knights may with their checks, take the Bishops one after another, because the Bishops cannot guard each other, which the Knights can doe: so that at the beginning of the Game I had rather lose my Bishops for my adversaries Knights, then on the contrary, lose my Knights, to gaine my adversaries Bishops.

Thus much for the differences of worth in the great men.

The differences of worth among the Pawnes.

CHAP. VIII.

AS for the Pawnes, there is not so much to bee said as of the Noble men, by reason there is not that kinde of varietie in their Draughts: Onely thus, the Kings Bishops Pawne is the best Pawne in the field; and therefore there ought more care to be had of him, then of any other: For if it should so happen that the blacke King should lose his Bishops Pawne, for the gaining of the white Kings Pawne, yet the blacke Kings losse were the greater, because hee would not afterwards bee able to make a ranke of Pawnes, of three of a ranke, on that side of the Field for his owne safe-guard, which is

a great disadvantage; wherefore it were better for either of the Kings to lose his owne Pawne, than his Bishop pawne. But if it bee said that the King which loseth his Bishops pawne, may relieve himselfe on the other side of the Field, turning to his Queenes Rookes quarter, where hee shall have pawnes enough to succour him: I answer, it is true, he may doe so, but he will be longer in bringing his purpose to effect; because there are more pieces betweene his Queenes Rooke and him, by one draught, then betweene his owne Rooke and himselfe: so that in the playing of that draught hee will indanger to lose the Game, if his adversary can but make right use of an idle draught: The Kings own Pawne is next of worth, which often keepes the King from a check by discovery: then the Queens pawne is next, and afterwards the Bishops Pawne, and last of all, the

Rookes

Rookes Pawnes : for that they give guard but to one houſe of the field a piece. Thus much for the value of the pawnes, the one more than the other.

Of certaine prerogatives belonging to ſome of the Pieces or Cheſſe-men.

CHAP. IX.

AS in a well ordered Common-wealth there are certaine gratuities uſually beſtowed on two ſeverall kindes or degrees of men, on the Higheſt and on the loweſt, on the Prince, and on the poore or Begger: on the Prince, as a preſent or Subſidie: on the poore, as a Benevolence or giſt: So at this Game of Cheſſe-play, there are two of the pieces which do challenge extraordinary allowances, that none of the reſt can

pretend, to wit, the greateſt and the leaſt, the King, and the Pawne: the King, as his prerogatives or Royalties: the Pawne, as his Priviledges and immunities: and there are two of them belonging to each of theſe pieces.

The firſt Prerogative pertaining to the King is, That whereas his remove or draught hath been ſaid to be from the place of his ſtanding at any time, to the next Houſe or place, in File or ranke, of any ſide (that is, one onely ſteppe at once) yet if at any time his ranke be cleared of his men, ſo that none ſtandeth betwixt the King and the Rooke of either corner, hee the King may then, for his more ſafety, change or ſhift with what Rooke hee liſteth, between whom and himſelfe the way or ranke ſtandeth empty of other men: ſo long as neither hee, the King, nor the Rooke he meaneth to change with all, hath yet beene removed,

moved any draught from the place of their firſt ſtanding: And the manner of the Kings changing or ſhifting with a Rooke, is this; the ranke cleared as I have ſaid, and neither King nor Rooke having yet ſtirred, he may goe two draughts at once to his own Rooke (and ſo toward his Queenes Rooke) cauſing the Rooke he changeth withall to leave his place, and to come and ſtand by him on the other ſide; that is, his owne Rooke in the Biſhops place, and the Queens Rook in the Queenes place: and either of theſe changes but for one draught; This is the Kings firſt Prerogative, the ſecond is this: That whereas by permiſſion of warlike Diſcipline, hoſtile and violent hands may be laid on any man, by any adverſary, on whoſe danger his fortune carryeth him, the King alone is hereof excepted: on whom no ſuch violence muſt be uſed by any man, but he is onely to be ſa-

lu ed

ſaluted by that adverſary on whoſe way he cõmeth, with the word *Check*, thereby admoniſhing him to looke to his more ſafety: and if that adverſary ſhall yet doe this, unguarded, in a place ſo neere the King, as where by his true draught he may ſtep, the King may there ſlay him with his owne hand, if ſo he think good. This is the Kings ſecond Prerogative.

Now the firſt priviledge belonging to the Pawne is, that whereas his remove is but to the next houſe forward, in his owne file at once (when he marcheth) and to the next Houſe, ſide-long aſlope forward, of the next File of either ſide, (when hee taketh) the Priviledge, I ſay, belonging to the Pawne is, that any pawne may remove to the ſecond houſe forward, which is the fourth ranke in his owne file, for his firſt draught, and ever after, but one forward at once: This is the firſt priviledge of the Pawnes, the

ſecond

ſecond is much greater, and that is this: When any Pawne through valorous endeavour, reacheth ſo farre as to the adverſaries firſt Ranke, and there placeth himſelfe into any of his Noble Houſes, hee is there even by that fact, endued and dignified, with both the Name and power of a Queene, and ſo becommeth a Generall of his owne Kings forces, if ſo be the firſt Queene or Generall be ſlaine before, and throne out of the field: And if the firſt Queene be yet ſtanding in the field, the Pawn comming to his adverſe Kings ranke aforeſaid, in any Houſe whatſoever, may there be made what piece ye pleaſe, that alreadie you have loſt, that is, eyther Rooke, Biſhop, or Knight: This is the Pawnes ſecond and greateſt priviledge, which affordeth the morrall, ſpoken of in the end of the firſt chapter. Thus much of the Prerogatives of theſe two pieces, the King and the Pawne.

That

That there is no Rule for this Game.

CHAP. X.

HAving thus in the former Chapter plainly shewed thee, *Reader*, what belongeth to the *Chesse-men*, to wit, the Names, Places, and Draughts of all, and the priviledges of some: It would now follow in fit order, I should begin to shew thee how to play the Game: But for as much as some are perswaded it may bee playd by a certaine Rule: so as who hath that Rule, may play with the best Gamester at it, and bee sure to win the game (for so it must follow, or else it is no good rule) give me leave ere I proceed any farther, to satisfie thee in a word or two to the contrary, that there is no such Rule, nor that no such

Rule

Rule can be by the wit of man invented or preſcribed. For, firſt if there were a rule for this game, then might every ſhallow-witted fellow, that only had memory, (though no judgement) be a Cheſſe-player; whereas we ſee it is onely ſtrength of wit, and ripeneſſe of provident induſtry, that enableth a man to play well at this Game. Againe, were there a Rule for it, then ſhould there be but one manner of beginning, and one manner of ending, which cannot be; for he that can play knoweth, ſomtime the game is begun with ſome of the Pawnes, another time with any of the knights: ſometimes with Pawnes and Noblemen, ſometimes with Noble-men alone: Alſo, if there were a Rule for the Game, how commeth it to paſſe that a Mate is given with any of the men in the field upon guard, and ſome of the men will give a Mate without a guard? and that is when the diſtreſ-

ſed

ſed King is driven to the ſide of the field, or to a corner of the field: the purſuing King lodging in the third Houſe oppoſite againſt him, then the Queen aſſailant, or one of the Rooks aſſailant, giveth the Mate to the diſtreſſed King, by falling into any of the Houſes, in the ſame Ranke or File, where the diſtreſſed King ſtandeth: but upon guard, any of the pawnes or of the Biſhops, or any of the Knights can alſo give a Mate: Furthermore, it is certaine that a Mate may be given in any houſe of the Field: Now there are 64. Houſes: Then you will ſay, there muſt bee as many Rules, to bring to paſſe that the King may bee Mated in any of theſe Houſes, and when you have proved that, then you muſt bring forth ſo many ſeverall rules, as there are men in the Field, becauſe they all can upon guard give a Mate; After all this, I will demand rules how to give a Mate by diſcove-

rie,

rie, and then you must finde mee as many rules for that: by reason every man may discover, whereby a Mate may be given. Thus mayest thou see (*gentle Reader*) by what I have shewed thee, that if there be a Rule for this Game, there must also be more then one; and if more then one, more then one hundred: But since I knew the Game to this day, I never could meet with any man, that could shew mee any one Rule for it; and indeed the playing of it, is accordinge to the purpose of them that play, and not after any prescribed Rule: which if any man would tye himselfe to observe, I would assure my selfe, if hee would play against mee, without marking my comming forth against him (but following still his Rule) that I would give him the Mate, doe what hee could.

The

THE SECOND PART.

Consisting of Precepts and advises, for both the Assailant and Defendant, how to begin to play, and first,

Of the first Draught, who ought to have it, and what it ought to be.

CHAP. XI.

Now that I come to deliver thee some short precepts or avises cōcerning thy playing at this game, thou oughtest first of all carefully to remember and call to mind, what hath bin said before, concerning the severall draughts or removes of the men, how they take their enemies and guard each other; then how they checke the

check the adverse K. & upon guard (or somtime without gard) mate him: And consequently, thou must understand that it is an advantage to play first, that is, to have the first Draught, no lesse then in a Fight to strike the first blow: which (I supose) no man but had rather giue then receiue, and better it is to be assailant then deffendant. To know therefore to whō the first draugh doth belong doe thus; Your men being all placed, as I have taught you, take up of either colour one Pawne, and shufflingthem in your hands under the table, take privily the one into one fist, and the other in the other fist, which closed, offer to your Play-fellow, and looke whether fist he chuseth, if his owne Pawne be therin, his is the first draught, if otherwise, it is yours.

Some lay a Pawn down in the middle of the Chesse-bord, and with an easy touch to the foote, wheele him

 about

about, & into what colour the foot of it doth rest, he is to play first, whose men are of that colour: But when a game is ended, & a Mate given, he is to have the first draught for the next Game, that gave the former Mate. Now for thy first Draught, what it ought to bee: Some that play well, will remoue their Kings knights pawne one single remoue, that is, to the third House in his owne File, thereby for their next draught, intending to place their Kings Bishop where that pawne stood, & so having remooved away their Kings knight, to change as fast as they can, to make their game the stronger: & some wil play their kings Rookes pawne first, a double draught, that for their next draught, having plaid their kings Bishops pawne a single draught, they may play out their Kings knight under that first removed Pawne with lesse danger, having ther a safe retrait

for

for him at his neede. Others, & most that can play well, doe remove their Kings Pawn first, a double remove, that if they be not prevented by the adversaryes playing the like play, they may still move that Pawne forward with good guard, for hee will prove very prejudiciall to the adverse King. Now that Pawne indeed I would have thee to remoue for thy first draught, but not so venturously as a double remoue, because unlesse thou canst cunningly guard him then thou art like (by the Queens cõming foorth upon him,) to loose him with a check to thy King, to the great hazard of thy Kings Rook: but play thy kings Pawne one remoue onely, that thou mayst give way to thy queen to com forth one way two houses aslop and to thy Kings Bishop to come foorth the other way three houses aslope, & so put thy adversarie upon his negligence, in danger of a Schol-

lers Mate. Now it is ill to play the Bishops pawn first, & worse to play the Queens pawn first, for many reasons that I could tell thee, & as the Latine Proverbe intimateth, saying: *Ante Reginam noli deponere primam.*

Of playing the men in guard each of other, & of waryneſſe in retreating.

CHAP. XII.

NOw he that is desirous to practise this game, must obserue diligently, if he assaulteth so to play his men in guard each of other, that is, so to second his pieces, that if any man hee advanceth be taken the enemy may be takē again by that piece that gards or seconds it: so shall hee loose no man cleare, which is the undoing of a game, when a man playeth with his equall in skill. Likewise he must hold his places & passages free for retreat as occasiō shal serue, lest negligence

pro

procure therein his overthrow.

If he defendeth likewise, which he must do very carefully(if he findeth himselfe not so well able to assaulte,) he must not only answer the assaulte sufficiently, by foreseeing his enemies proiect, and preventing it, but also devise plots how to grieue the Assaylant, & especially how to entrap such Princes as are by him advanced, preuẽting their retreate; amongst which a Pawne is the soonest intrapped, because he may not go back to relieue himself, but Bishops & Rooks are harder to be circumvented, because they cã flie frõ one side of the Field to the other, to avoyd peril, the Knights & the queens are the hardest of all to be betraied, by reason they haue so many places of reliefe, especially the Queen. Obserue then here for a maine secret of this Game, that thou beest sure(if it be possible) to have still as manie guardes upon one piece of thine, as

thou ſeeſt thine enemie to advance of his upon it, for to take it, but eſpecially that thy guardes bee of leſſe value then the pieces he aſſayleth withall: for then if he fall to taking, thou wilt be ſure to get advantage by it: and if thou ſeeſt thou canſt not guard thy piece, but of neceſſitie thou muſt loſe it, then looke about whether by advancing ſome other piece of thine in guarde, thou mayſt take a farre better of his, in caſe he take that forlorne one; for ſo, many times, thy forlorne piece may be ſaved, when no meanes elſe can ſave it. As for example, if hee makes for a Pawne of thine, and thou canſt not guarde him, ſee if by advancing another pawne thou maiſt endanger a Biſhop or Knight of his, in caſe he takes that pawne; or if he make for a Biſhop, and thou canſt not guard him: ſee whether with a guarded Knight or Biſhop, thou mayeſt endanger his Queene or Rooke: But

be

be sure alwayes that that piece which thou advantest upon him to save another, be guarded; else, both it, and perhaps the other too, might bee in danger to be taken.

Of taking first, and changing man for man, for following of advantage.

CHAP. XIII.

WHen an adverse piece cometh in the way of one of thine, so as by it, all may bee taken; consider first whether it bee of like worth to thine, and next, whether it is presently in the next Draught like to procure thee any mischiefe; if not, and that it be not rather better then worse, then that piece thou wouldest venture for it, or that thou canst not see it to bee readie to doe thee any great displeasure, let it alone: For as it is best to

first, it is best againe to take last, unles (as I saide) thou mightest either take the piece clear, or get a better then that thou loosest, to take it, or at leastwise disorder him a Pawne, in his taking the piece of thine that tooke his: But when thou hast gotten the advantage, were it but of one good piece for a worse, or of a Pawne cleare, then to take piece for piece as often as thou canst, is thy best way, and the sure following of thy gotton advantage.

Where likewise thou oughtest to obserue what piece thy adversary plaieth best withall, or vseth most, & such a piece bee sure to depriue him of, so soone as thou canst, though with losse of the like, or of one somewhat better then it, as of a Bishop, for a Knight: For so a man which is challenged to single Combat, will learne what weapon his adversary is best skilled at & though it were the same himselfe vsually handleth, yet will hee bee sure to

ap-

appointe him another to fight with, therby to fruſtrate his ouer-great cũning and to bring that enemie of his to a ſafer equalitie with himſelfe.

Of intrapping the Queene,

CHAP. XIX.

AS thy drift in playing at Cheſſe, muſt bee eſpecially to giue the Mate; which is, when thou ſo checkeſt thy adverſarie King, as he neither can take the checking piece, becauſe it is guarded, nor cover the checke, nor yet remoue out of it: So in the meane time thou oughteſt to proiect, how to bereaue him of ſome of his beſt pieces, as of his Queene, or of his Rook. The way to intrap a Queene is chiefly two-fold, firſt, by tying her to her King, ſo as ſhee may not remoue from him, for leaving him in checke of an

ad-

adverse piece: Secondly, by bringing her to (or espying her in such a place, as a Knight of yours may checke her King, & at the next draught take her: Thus for example may you do the first Suppose thy adversaries Queene standeth before her King in the same file, no piece covering him but her, or likewise that she standeth on the side of her King in the same Ranck, no piece of theirs betwixt them: if then thou canst bring a Rooke of thine, guarded vpon her, so as but for her thy Rooke should check the King, then unles she can interpose a piece of hers guarded betwixt her selfe and thy Rooke, that Rook of thine will take her at the next draught: The like may you doe with a Bishop, if the adverse Queene covereth her King slope-wise: and if shee stand not in any such posture, but may be broght to it, allure her thither, with some unguarded piece, which she for greedinesse to take for nothing, may

unad-

unadvisedly bring her selfe into a pack of troubles.

Now to catch the Queene with a Knight, imagine the adverse King standeth unremoved in his own place, and his Queene hath brought her selfe to stand in the place where the Kings Rooks Pawne first stood, espying her in that posture, bring thou (if thou canst,) a Knight of thine to check her King, in the third house before his owne Bishop, and if their be no man readie to take up thy Knight instantly he will at the next draught take vp the Queene: These and like wayes mayest thou espye how to get a Queene: which if they happen not by chance, as often it commeth to passe they do, thou must endeavour with cunning to effect them.

Of surprising the Rookes.

CHAP. XV.

THe Rooks are likwise two waies to be surprised: First, by playing thy Byshop into thy Knights pawnes first place of standing, which Byshop of thine shall then lurke towards the adverse Rooke of the opposite corner a-slope, which if thou canst at any time procure to be uncovered of the Knights Pawne, thy Byshop will assuredly take him cleare, and for nothing. The other way of surprising a Rooke, is as the way of surprising a Queene, with eyther Byshop or Knight, where observe that thy adversaryes Queenes Rooke, is so much the easier to bee gotte with thy Queenes Knight, that that Knight at his third draught may check the king, & for his fourth

fourth draught take the ſame Rooke.

Alſo for Example, how a Rooke may be takē by a biſhop with a check to rhe King, doe thus onely for example ſake. Set the men: Imagine thou playeſt with the white ones, thy adverſary with the black: thou haſt removed thy Kings pawne one draught forward: then ſuppoſe his Queenes pawne, and queenes rooks pawne are both gone, ſo is thy queenes Rooke, and now thou art to play: Put up thy Queenes Rookes pawne a double draught forwards: Hee (ſeeing nothing to hinder him) takes that pawne with his Rooke: thou checkeſt his King, with thy Kings Byſhop, in the fifth houſe forwards of thy Queenes knights File: which checke howſoever he covereth, thy Kings Byſhop will take his queenes rook at the next draught. Thus and many ſuch wayes, may a Rooke be ſurprized.

Of a Parke.

CHAP. XVI.

A Pretie way also to get a great man for a pawne, is, whē you spy two great men of your Adversaryes standing in one and the same rancke, and but one House betwixt them: then prepare a guard (if you have it not readie,) for a Pawne, which you shall bring up to the rancke, next to them in the middle or front of both of them, and assuredly, howsoever he take the one, your pawn will take the other: as for Example: Imagine a Bishop and a Knight of thy adversaryes, to stand in this or the like posture, to wit, his queens Bishop in the fourth house of the same queenes Bishops file, and his Kings Knight in the fourth house of his queenes File: seeing

ng them so, play thou up thy queens kinghts pawne, one single draught, & at thy next draught, thy queens Byshops pawne a double draught, and howsoever hee doth, he shall loose either Byshop or Knight, for that Byshops pawne of thine: This is called a *Forke*, you may call it a *Dilemma*.

Of a Discoverie.

CHAP. XVII.

A Check by Discoverie, being one of the pretyest tricks thou canst put upon thy adversarie at Chesse, & most hurtfull unto him, thou must be vigilant to espye the occasion fit to bring it a bout, which may be thus: See when his King is weakly guarded any way, or not guarded at all, that is, easie to be checked: then before thou bringest thy piece that may check him there,

there, bring ſome other piece in that courſe, that Checks him not: afterwards bring that piece of thine there that will Check him, thy firſt brought piece being away; and then as ſoone as thou canſt, remove away that former piece where it may moſt annoye him, crying withall, *checke* by diſcovery of thy laſt brought piece; which hee being forced to cover, or to remove from it, thou mayeſt with thy piece (which thou removedſt from between the Check) do him again a worſe miſchiefe, at her next draught. As for Example ſake:

I will ſuppoſe thou playeſt with the white men: Hee mooves firſt, to wit, his Kings Pawne forvvards a double Draught; thou anſvver'ſt in the like play: Hee playeth out his Kings Knight, in front of his Kings Byſhops Pavvne, Thou doeſt the like with thine: That knight of his takes thy kings pawne, thy knight takes his like-

likewise; He advanceth the Queenes Pawne one remove, to take or chase away the Knight. Thou playest up thy white Queene, one remove before thy King, to threaten likewise his Knight: Hee had rather save his Knight from thy Queene, then take thine with his Queenes Pawn, therefore playeth him away into a safer place. Thou playest that Kings knight of thine, in front of his Queenes Bishops Pawne, and therewithall cryest *Check*, by discovery of thy Queene; which Check by discovery, let him cover how hee can, thy Knight will surely take his Queene, at thy next Draught.

Many other wayes may a discovery be brought to passe, and oftentimes a Mate given by it, which is the noblest Mate of all.

Of making a new Queene.

CHAP. XVIII.

THe losse of a Queene cleare, or for any piece but a Queene (yea, for any two pieces else) is so desperate a weakening to a Game at Chesse, as who so hath got that advantage, if he be but of indifferent equall skill with his adversary, it is ten to one of his side, that he winneth the Game: yet as long as there are Pawnes left on either side, there may be hope of making a new Queene: ang if so, of reviving the likelyhood of the Game. To this effect, labour even from the beginning of the Game, to bring of thy Pawns one or more, up to thy adversaries second ranke, (which is the seventh from thy first) and there guard him well against such neede: The best

best piece next to a Rooke, to guard a Pawne long, for such a purpose, is a Bishop close to him upwards aslope, for so they guard each other forward & backward, but a Rook on the next File of either hand that Pawne thou intendest to make a Queene of, guardeth him safely, especially from the Kings incursion, if the Rooke stand in a File betweene the adverse King and thy Pawne. When thou hast a Pawn at that passe, then get the house before him in the eighth ranke void as soone as thou canst, though with losse of a very good piece, and carefully looking that no adverse Piece may take thy Pawne, as thou advancest him there, play him up to that eighth Ranke, where hee no sooner commeth, but hee hath all the power and faculty belonging to a Queene: even as if thou hadst instead of that Pawne, plaid thy first Queen thither. Also two pawns, in Files next one to

the other, and playd up close together, first one forward, then the other, is a strong way for to make a new Queene, specially if one of them be guarded underneath by a Rooke: for so they will force their way forward afore them, neither can any of them be taken without great difficulty and important losse.

Of the Schollers Mate.

CHAP. XIX.

Now to describe here unto thee (*Reader*) the playing of a whole Mate by every particular draught, as between two good Players, would be over-tedious for this place, and to no great purpose neither, but onely to shew thee occularly the Draughts, Guards, and Checks of all the men, where-

whereof thou art already sufficiently instructed: yet the pleasure of one short Mate or two, I will give thee heere: and first, the Scholkers Mate, which unprevented thou mayst thus give at foure Draughts.

The men being set, and thine the first draught (suppose) thou advancest thy Kings Pawne forward one single remove: thy adversary gallantly playeth his Kings Pawne out forwards a double remove in his owne File: thou for thy second Draught commest forth with thy Queene upon that Pawne, placing her in the fift House forward of thy Kings Rooks file: he to guard that his Kings Pawne, playeth forth his Queens Knight into the third House of his Queenes Bishops file: thou hoping he will not see the attempt, bringest forth thy Kings Bishop for thy third draught, which thou placest in the fourth House of thy Queenes Bishops file: Hee not

perceiving the drift, and thinking all ſecure, makes for thy Queene, with his Kings Knight, which for that purpoſe, hee playeth in front of his Kings Biſhops Pawne, either to take her, or chaſe her away, thou glad of that loſeſt no time, but taking up that Biſhops Pawne with thy Queene, for thy fourth draught, giveſt him that Mate, which becauſe none but a rawe Scholler at Cheſſe-play, but might have prevented, is called a Schollers Mate: the *French* calls it *Le Mat du Bergier*, the Shepheards Mate: as implying, if Peaſants would be Cheſſe-players, ſuch a Mate might a man ſoone give them. Yet howſoever, it is good play to bring forth your men for it firſt: for though a good player will eaſily prevent it, yet if your men can abide by it a while, you may therby eſpie, at one time or other, an unlooked for advantage, and perhaps that very Mate too.

Of a Mate to bee given at two Draughts.

CHAP. XX.

MEeting with an eaſie Gameſter, thou mightſt likewiſe give him a Mate at two draughts, if he ſhould chance to play thus: Firſt, to remove his Kings Biſhops Pawne, a ſingle draught (which I told thee before, was ill to play for the firſt draught) thou thy Kings Pawne, a ſingle remove: he for his ſecond draught, his Kings knights pawn, advanced a double remove: thou bringing forth thy Queene, into the fifth Houſe of thy Kings Rooks file, giveſt him Mate at thy ſecond draught: which Mate for him that hath it given him, may well (if the ſchollers Mate, be cal'd the peſants Mate) be termed the fools Mate.

Of a Blinde Mate.

CHAP. XXI.

A Blinde Mate is, when thy Adversary giveth thee a check, such as thou canst not avoid, by either taking up the Checking-piece, nor by covering the check, nor by removing thy King from it, which is indeed an absolute Mate: but in so much as he not seeing it to be a Mate, cries onely *Checke* to thee, it is therefore called *A blinde Mate*, as who should say, a Mate given by a Blinde man (at least in skill.) And some there are that would have it the losse of halfe the gotten stake, for him that giveth it; their reason being, That a Blinde Mate is a Mate but as a blinde Horse is a Horse: for which there is no reason a man should pay so deare, as for a per-

a perfect sighted one: But yet unlesse you make it so at first betweene you, that is, agree before hand it shall bee so, a Blinde Mate is a Mate by play, and the utter losse of the Game and stake both, for him that hath it given him, albeit somewhat dishonorable to him that giveth it: It seeming to appeare that Fortune (which is to have no part in this play,) hath favour'd him more than his skill.

Of a Stale.

CHAP. XXII.

A Stale may bee tearmed a monstrous Mate, that is, a Mate, and no Mate; an end of play, yet no end of the Game: because this Game should end but with a Check-Mate. It is not honourable for him that it is given to, but both dishonourable and dam-

dammageable to him that giveth it; For, the first institutors of this Game, have decreed it the losse of Game and Stake to him, and thus it is effected.

When his King that hath the worse of the Game, and is distressed, is brought to that passe that now hee hath but one place left for him to fly unto; and the pursuing King his adversary is so unadvised as to bar him of that place, or stop it without checking him, that distressed King being then not able any way to remove himselfe but in check, and having no piece else of his owne that hee can play, then it is a Stale, and as I said before, a lost Game for him that hath brought it to that passe. Therefore let him that foloweth the flying king, not forbeare to give him Checke, so long as he seeth him to have a place to flee to: and when he seeth, that checking him, hee hath no place to shun

his

his Checke, then let him boldly cry to him *Check-Mate*: ſo ſhall hee win the Game and Stake with credit, and be freed from bluſhing at a diſgracefull Stale.

Of a Dead Game.

CHAP. XXII.

A *Dead Game* hath thus much of the nature of a ſtale, that it makes an endleſſe end of the Game, both the Gameſters having loſt their labour, and ſaved their ſtakes: but for aſmuch as hee that makes it ſo, not only had no advantage of his adverſary, but rather the worſe of the game, being the Defendant, it is therefore both tollerable, and excuſable; for hee hath done, as the Law ſpeaketh, *Se Defendendo*.

It is thus brought about: When the

the Assaylant thinking to have got some advantage, falleth to take all that commeth to be taken, exchanging carelesly man for man: it happeneth that either King hath but one man a piece left him, the Assaylant following his eager pursuit, taketh his Adversaries man, not regarding that his King is in such posture as hee may take his also.

Thus both the Kings being deprived of all their men, having not so much as one alone left them, the Game is ended, without end; because the Kings cannot come so neere one the other, as one to lay up another.

Of the two therefore hee hath the more credit, that having the worse of it before, brings it to a dead Game though both of them doe save their Stakes.

Of the Civill carriage to bee used in playing at this Game, which is

The Conclusion.

CHAP. XXIIII.

HAving thus like a faithfull friend to the *Game at Chesse*, conducted it along, even to her end & death, (our last Chapter treating of a *Dead game*) which yet for the worthines thereof, I wish (for a Game) to live ever: And having likewise faithfully, and (as far as in mee lay,) industriously taught thee *Reader*, what ever belongeth thereunto, to make thee with a little practise (without which no Art or skill can ever bee obtained) able sufficienrly to play thereat, for thy honest recreation; I will now conclude this little Treatise, with a word

of

of admonition, which I truſt thy gentleneſſe will take in no evill part at my hands, And thus it is:

Whereas the truth of this morall ſaying, is knowne to all that know any thing; to wit, *Whoſoeuer hee bee thou ſtandeſt in contention withall, him for that time doeſt thou therein make thy equall:* It notwithſtanding often falleth out with ſome, that for thinking (or knowing) themſelves greater perſons then ſuch as they admit to play with them, they looke they ſhould obſerve them, and deferre unto them in all things; whileſt they will take licenſe in many things, to doe and behave themſelves farre otherwiſe then the indifferencie and law of the Game doth allow of, or common civility permit, which in them ſavoureth ranke of inhumane arrogancie.

This I ſay, is ſeene with many, when being like to loſe a Game, they

fall

fall to cavelling, wrangling, paultering, yea, and somtimes growing to ill language with him they play withall: wherein they deale so undiscreetly for themselves, as for the lucre or saving of a little money (a trifle) to discover their naturall inclination, not to be free from a touch of an ill disposition.

This, *Reader*, wish I thee to avoid in playing at this Game, being a sport of vertuous Society, although thou playedst with one farre thy inferiour: it being no disgrace for thee, or any, to be overcome by industry, in whom soever it lyeth, as those that are truly valorous themselves, love valour even in their enemies.

Doe not therefore, at no time that thou playest at this Game (out of a conceit, as I said, that any thing becomes thee well) stand singing, whistling, knocking, or tinckering, wherby to disturbe the minde of thy adversary,

ry, and hinder his projects; neither keepe thou a calling on him to play, or hastening of him thereunto, or a shewing of much dislike that hee playeth not fast enough: remembring with thy selfe, that besides that this is a silent Game, when thy turne is to play, thou wilt take thy owne leasure; and that it is the Royall law so to deale with another, as thy selfe wouldst be dealt withall.

And now to end also all other controversies that might befall betweene such as can play already, or that by this Booke may hereafter learne to play, as many things (even among good players) fall often to be controversed in this Game: Some standing upon the *Spanish* manner of play, some on the *French*, and some upon the *English*, in all which there is diversity; I have here added in the end, a *Moderatrur*, or *Pronouncer* of the Lawes of Chesse-play, which in a word

word, and with a briefe reason, (this little Volume, not permitting to write what a man might thereof,) shall resolve all thy doubts, and still all contention; that so this Game may be made as certaine, as it is knowne to be delightfull.

All which, if thou accepteſt but with kinde courteſie, It ſhall not repent me to have taken a little paines, to procure thee ſo great a delight, as this Noble Game, ſo playd and ſo uſed, as I have here taught thee, will at all times of thy vertuous recreation, yeeld and afford thee.

(* * *)

The diversitie of Mates.

The Queenes Mate, a gracious Mate.
The Bishops Mate, a gentle Mate.
The Knights Mate, a gallant Mate.
The Rookes Mate, a fortible Mate.
The Pawnes Mate, a disgracefull Mate.
The Mate by Discovery, the most industrious Mate of all.
The Mate in a corner of the Field. Alexanders Mate.
The mate in the middest of the Field, an unfortunate Mate.
The mate on the side of the Field. a Cowards Mate.
The blinde mate, a shamefull Mate.
The Stale, a dishonourable Mate.
The Mate at two draughts, a Fooles Mate.

THE THIRD PART.

Which is,

THE MODERATOR

At Chesse,

OR,

The Lawes of Chesse-play.

6.

WHereas Pawnes may be plaid a double remove forward for their first Draught, yet no Pawne may enjoy that priviledge without leave, on whose next file on either side, a Pawne of your Adversaries is alreadie advanced, so farre as your fourth Ranke.

Because your Pawne may not passe his Pawnes guard.

1. What man or piece soever of your owne you touch, or lift up from the point whereon it standeth, that must you play for that draught, if yee may: and into what House or place soever you set your man, there must you let it stand for that Draught: according to the ancient saying, Touch man and goe, Out of hand and stand:

Because, besides that the contrary were Childes play: were you allowed a two-fold study on every Draught, you would make the Game not tedious onely, but intolerable.

2. If you take up your adversaries man, and before you set your piece in place thereof, thinke best to let it stand untaken; you must kisse the foot thereof, and cry him mercy, or lose the Game:

Because, you deserve to pay for the Surgery, if you breake a mans head, & will not give him a Plaister, which

is

is but small amends.

3. If your Adversary shall play a false Draught, and you spy it not before you play your next Draught after it, It will then be too late challenging him for it:

Because, dotage is faire play.

4. If, by mistaking, you play a false Draught, and your adversary for his advantage let's you alone with it, and playeth his next draught, you can not then recall it:

Because, the harme sustained by false dealing, is but selfe done and selfe had.

5. If at first you misplace your Men, as the Queene in the Kings place, the Knight in the Bishops, &c. and so play some few Draughts, and then spy it; it shall be in your adversaries choyce whether you shall so play out your Game, or begin it new againe:

Because, it may be imagined you

did

did ſo of purpoſe to try his wit, or worke upon his ſimplicity.

7. Whereas the bringing up of a Pawne of yours to your Adverſaries firſt Ranke, in any of his Noble Houſes, is the abſolute making of a Queene; yet you ſhall make no Queene of that Pawne, unleſſe your Queene bee already loſt: but you may there make it what piece elſe you pleaſe, that already you have loſt.

Becauſe, as no two Genrals in one Armie, neither two Queenes in one Kingdome: and monſtrous it were, to play this Game with more pieces of one ſort, then it conſiſteth of at firſt.

8. So ſoone as your Pawne toucheth (by a true Draught,) your Adverſaries firſt Ranke, that is, commeth to any of his Noble Houſes, it hath the Name and full power of an abſolute Queene, (yours being formerly

merly lost, and there may check, take, guard, and from thence goe, with as absolute a power, as might your former Queene:

Because, that place is her Throne, where but once set, shee receives the fulnesse of power belonging to a Queene.

9. Any new made piece else, doth in the like fashion Checke, take, guard, and goe at full libertie, in his very making:

Because it is the high reward of his vertuous endevour.

10. The King may change or shift with either Rooke (his owne, or his Queenes) at any time, either before check, in check, or after check; so long as neither hee, nor the Rooke he will change withall, hath yet stirred any draught.

Because, his Prerogative is, hee may remove a double Draught towards the Rook, for his first draught which

which he may not be barred of, untill his first remove be past.

11. The standing of the King in his shifting ought to be certaine, and not as you please to place him, as some play it:

Because, nothing must be doubtfull in this Game: and if in the Kings remove, his *Giste* be not certainely knowne, who shall prepare to give due attendance?

12. The Kings place of standing, in his shifting with his owne Rooke, is in the Knights place; This is, in the House where the Kings Knight first stood in: but shifting with his Queenes Rooke, his place is in the Queenes Bishops House:

Because, these are the second Houses from him towards either Rooke.

13. The Rookes place of standing, in shifting with the King, is (for the Kings owne Rooke) in the Kings

Bishops

Biſhops place or Houſe; and (for his Queenes Rooke,) in the Queenes Houſe, or place:

Becauſe, the Rooke muſt then poſſeſſe that place which the King ſhould have ſtood in, had hee removed but a ſingle Draught towards the Rooke.

14. The King in ſhifting may not goe into a checke, nor over a checke: That is; no place that the King paſſeth over or goeth to, in his ſhifting with a Rooke, muſt then bee proſpected, or checked, by any adverſe piece; If it be, the King is barred the Prerogative of his ſhifting, until that check firſt be covered:

Becauſe, the King cannot ſecure himſelfe, in running into the danger of an enemy.

15. If your Adverſarie playeth or diſcovereth a check to your King, or ſuffereth you to play your King into Check of ſome piece of his, and

cryeth

cryeth not Checke to you; you may then choose to let your King stand, or so to play him, for the Draught:

Because, it is a blinde Checke, or a check unseene.

16. But if your King standeth in the Checke of any adverse piece, and you play, or have played, one Draught or more without avoiding that Checke; your Adversary may cry *Checke* to you when hee listeth, and for your draught then, make you to avoid that Checke you stood in; though perhaps at that time, to your very great perill:

Because, a Check being ever dangerous, you ought to be as carefull to avoid it, as to give it.

17. You may at no time play your King into the next house in rank or file to the Adverse King:

Because Kings may not personally oppresse either other, and must be al-

lowed

lowed larger scope for their lodging, then private men.

18. A Dead game, whosoever maketh it, is the saving of eithers takes:

Because, where none is winner, neither can any be a loser.

19. If any man (therefore) shall condition by wager, that he will give Mate, or win the game, and the adversary brings it to a dead Game; though hee save the first Stake, yet he shall lose the wager:

Because, hee undertooke to doe, what by him cannot in that case bee performed.

20. Whosoever will give over the Game unfinisht, without the consent of his Adversary, must lose his Stake:

Because, you may not frustrate a mans time and industry.

22. Whosoever hath a Blinde Mate given him, loseth the Game, no

no lesse then hee should his life, that were strucken to death with a blinde Horse:

Because a blinded Mate, is a Mate even as a blinde Horse is a Horse.

22. Whosoever giveth a Stale, which is, when the distressed King, incheckt, can remove no where but in Checke, and hath no man else to stire, looseth the Game and his Stake.

Because he hath unadvisedly stopped the course of the Game; which is to end onely by the grand *Check-Mate.*

FINIS.